Coffee Shop Killings

script by

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Characters

Jack MeUpp (M) - A flower of society dressed in standard coffee shop garb.

Bongo Boy (M or F) - A musician who 'plays' the electric bongos, but they are in the shop, also has an affinity for Eggo waffles.

Ann Ouncer (F) - A forward female who is always a day late and dollar short.

John (M) - A patron he wears his hair just the way he likes it and to hell with the consequences.

Sarah (F) - Waitress who has the ability to serve coffee as well as witty dialogue. She is dressed nicely with an apron.

Flower (F) - Local girl in a sun-dress and studying Spanish from a textbook.

Inspector Tigernutts (M) - A local flat foot who wears a badge and carries a side arm and if possible a handle bar mustache for emergencies.

Wolter (M) - One of our glorious republics fine citizens.

Ron (M) - The incredibly virile and handsome owner of the coffee shop.

The Band (UNK) - The grooviest cool cats this side of the Pekos, and might I add they smell delightful!

MURDER MOST MOIST! ACT ONE

1 THIS OPENS IN A STANDARD COFFEE SHOP. -- MORNING 1

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Act intro music
LENGTH: 5 Sec

ANN OUNCER: Act One, Murder Most Moist!

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Act outro music
LENGTH: 5 Sec

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Restaurant dining room
LENGTH: 20 sec

SARAH: More coffee, Mr. Tigernutts?

TIGERNUTTS: Inspector Tigernutts! And no, my level is fine. What is the current time Coffee Shoppe matron?

SARAH: Five minutes after the last time you asked.

TIGERNUTTS: I wonder where Ann is?

SARAH: Interesting name you've got there, inspector sir Tigernutts. Is it your maiden name?

TIGERNUTTS: Only when I am in drag. (pause) For stake outs, you know. Yes. It is.

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Door Opening
LENGTH: 2 Sec

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Tinkling door bell/chime
LENGTH: 2 Sec

JACK: (entering) Hey, you there. Any new coffee?

SARAH: Take a look.

JACK: (Humming to self) Nope, it's all still made from beans.

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Door Opening
LENGTH: 2 Sec

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Tinkling door bell/chime
LENGTH: 2 Sec

1 CONTINUED: 1

BONGO BOY: (entering) Yo Sarah, mind if I play my bongos?

SARAH: Let me ask. Does anyone mind?

ALL: Yes!

SARAH: Sorry Bongo Boy. They mind. Maybe outside.

BONGO BOY: Ok. I know my art is not appreciated among the 'normals', perhaps my substantial inheritance will one day influence them. (goes outside and plays bongos)

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Door slamming
LENGTH: 2 Sec

TIGERNUTTS: Oh sweet Sarah dispenser of the black bean, does he always come in here?

SARAH: Only when he's nowhere else.

TIGERNUTTS: Touche!

JACK: Three Che!

TIGERNUTTS: Citizen, I did not catch your name.

JACK: I didn't throw it. But if I did, it would be Jack.

TIGERNUTTS: Well Jack, I see your a man of distinction.

JACK: I take offense at that, sir.

TIGERNUTTS: I was saying, you're a man of the world.

JACK: Even when it doesn't want me.

TIGERNUTTS: Ole.

JACK: Hikeeba.

TIGERNUTTS: Touche.

JACK: And your name, sir?

TIGERNUTTS: Tigernutts. Inspector Tigernutts.

JACK: Inspector?

TIGERNUTTS: Yes.

1 CONTINUED: (2) 1

JACK: As long as it's ok with you. (leers at Sarah)

SARAH: Look with your eyes not with your hands Jack!

TIGERNUTTS: Ha!

JACK: Ho!

TIGERNUTTS: Your acerbic Coffee Shoppe wit must mean you are part of *cognoscenti*!

JACK: My wit is my own, Tigernutts!

TIGERNUTTS: Could I borrow some, I am bit short this month.

JACK: I see by your stature!

TIGERNUTTS: Well, I am sitting down. Riposte!

JACK: Do you drink dark sir?

TIGERNUTTS: (Whispering) *Is it dark, Jack?*

JACK: Do you drink it dark?

TIGERNUTTS: I drink it anyway I can get it.

SARAH: Are you two finished?

JACK: Our coffees or *you*?

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Chair being pushed back
LENGTH: 2 Sec

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Footsteps
LENGTH: 2 Sec

JACK: You wanna go out later?

SARAH: Christ.

JACK: Please, babe of the bean, call me Jack.

SARAH: Why don't you come back and ask me when you can pay to take me out!

JACK: I may be broke now, but I have a plan that will fix all that. Yes, a secret plan.

SARAH: Super.

1 CONTINUED: (3) 1

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Woman walking away
LENGTH: 2 Sec

JACK: Yes, a *super* secret plan! So secret that if I told you I'd have to kill you!

SARAH: (Offhand) Great, when *I* don't have to pay for *your* coffee talk to me.

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Door Opening
LENGTH: 2 Sec

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Tinkling door bell/chime
LENGTH: 2 Sec

JOHN: (entering) I am entering cafe to have drink!

JACK: (exits and goes to talk to Bongo Boy) I am exiting cafe!

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Door closing
LENGTH: 2 Sec

TIGERNUTTS: Ole! I believe a new gentlemong has entered. What might be your name, personage?

JOHN: It is probably John.

TIGERNUTTS: Well, probably John- Hello!

JOHN: No thanks, I'm full. Oh, the riposte, the wit!

SARAH: My name is Sarah, John. Would you like something?

JOHN: What do you have?

SARAH: Tooooooooo

JOHN: I got that at the last place. How about something off the menu!

SARAH: I'd rather serve it on a plate.

JOHN: Golly, I have never been challenged by such a vixen! To self) My coat should be safe next to ones of our cities finest. (Puts coat on chair next to Tigernutts)

1 CONTINUED: (4) 1

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Door Opening
LENGTH: 2 Sec

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Tinkling door bell/chime
LENGTH: 2 Sec

JACK: Mind if you I sit with you Inspector?

TIGERNUTTS: Not at all citizen Jack.

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Door opening
LENGTH: 2 Sec

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Light traffic noise
LENGTH: 2 Sec

BONGO BOY: (in doorway) Can I come in, I am freezing out here!

ALL: No!

TIGERNUTTS: (Whispering) Pssst Jack,If I am not mistaken this new patron is a ne'er do well.

JACK: (Whispering) How do you know, Tigernutts?

TIGERNUTTS: Look here - it is written on his coat.

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Grabbing something away
LENGTH: 2 Sec

JOHN: Get off my possessions you naughty coffee house patrons. Your Marxist ways will not sway me from my capitalist upbringing!

Flower enters and takes a seat on the opposite side of the room.

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Door Opening
LENGTH: 2 Sec

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Tinkling door bell/chime
LENGTH: 2 Sec

FLOWER: (while entering to Bongo Boy) Stop that horrendous, atrocious, disturbing bongo beating, you chattering naysayer!

1 CONTINUED: (5) 1

BONGO BOY: (outside) Nay!

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Light Traffic Noise
LENGTH: 20 Sec

JACK: We have no intention to sway you, dear- sweet- John!

JOHN: How did you know my name, Jack?

TIGERNUTTS: Everyone is named John!

RON: (off) I'm not!

JACK: It's all the rage you know.

JOHN: Really?

JACK: Quite.

JOHN: You there, what's your name?

TIGERNUTTS: Tigernutts... John... Nutts.

JACK: Jack John.

FLOWER: Flower John.

SARAH: Sarah John.

BONGO BOY: (still standing in doorway) John Bongo John Boy.

TIGERNUTTS: (to Bongo Boy) Let's you and I talk, young man.

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Door Closing
LENGTH: 2 Sec

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Argument Bong Boy / Tigernutts
LENGTH: 20 Sec

Tigernutts and Bongo Boy go outside. They get into a small argument and we can occasionally hear words such as - Pot Smoking Smelly Hippie, Bust you, Dont Threaten me, etc. The words should be heard but not overpower the dialogue going on inside.

JOHN: Criminey! You coffee shop people. So urbane!

SARAH: So John, do you know what you want?

JOHN: Coffee.

SARAH: What?

JOHN: Coffee.

1 CONTINUED: (6) 1

SARAH: What kind.

JOHN: From beans. Black.

BONGO BOY: (Off) Whatch'you talkin' bout willis.

SARAH: Um, we're all out.

JOHN: Of coffee?

SARAH: Sure, why not.

JOHN: This is a coffee shop, yes?

FLOWER: (looking up from textbook) Sie!

JACK: Ole!

JOHN: (to Jack) I was asking her.

SARAH: Yes.

JOHN: Well then, one coffee. Black.

SARAH: Do I stutter? (slowly as if to imbecile) We do not have that.

JOHN: No coffee?

SARAH: Yeah.

JOHN: What do you have?

SARAH: Lots of stuff.

JOHN: I will have that then.

SARAH: Coming up.

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Door Opening
LENGTH: 2 Sec

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Bell chime
LENGTH: 2 Sec

TIGERNUTTS: (entering and muttering to himself) If I wasn't a cop , I'd kill that little bongo beating no neck monster!

TWO BEANS IN A POD! ACT TWO

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Act intro music
LENGTH: 5 Sec

ANN OUNCER: Two beans in a pod! Act Two

RON: Gesundheit!

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Act outro music
LENGTH: 5 Sec

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Restaurant dining room
LENGTH: 20 sec

2 INT. COFFEE SHOP -- MOMENTS LATER 2

FLOWER: So, John, I hear you ordered the stuff.

JOHN: Yes, oh Flower or should I say- (pause) Sie.

FLOWER: So, is it good here?

JOHN: I'm not sure- I just came.

FLOWER: Than it must be.

JOHN: Shall we dance?

FLOWER: Without music- it would be wrong.

JOHN: One moment. (to Bongo Boy) Maestro!

BONGO BOY: Groovy coolio, daddy boy!

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Bongo type dancing music
LENGTH: 20 sec

Bongos over dancing.

JOHN: You dance divinely

FLOWER: My mother was an angel.

JOHN: What happened?

FLOWER: She fell.

JOHN: Really?

FLOWER: All the way.

JOHN: Go on.

2 CONTINUED: 2

FLOWER: Down.

JOHN: Splendid.

John dips Flower.

TIGERNUTTS: (interrupting) Stop this evil type music. How can patrons sup, the cheap labor of foreign child workers, to this nonsense?

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Phone ring
LENGTH: 2 sec

SARAH: Call for Tigernutts!

ALL: Tigernutts! Tigernutts! Rah Rah Rah. Tigernutts, Tigernutts Sis Boom Bah!

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Chair pushed back
LENGTH: 2 sec

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Walking to phone
LENGTH: 2 sec

TIGERNUTTS: Bah! Quiet you. Quiet all of you, I am an inspector! This could be an official type call. Give me that horseless speaking device toot-sweet, Sarah.

SARAH: Here ya' go. Don't choke on it.

TIGERNUTTS: (On phone) Hello. Uh huh. Mm huh. You don't say! ... You don't say? ... You don't say!?

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Slamming phone down
LENGTH: 2 sec

SARAH: (Eagerly) So, whats the news?

TIGERNUTTS: (With gravity) He didn't say!

JOHN: (Flower and John sit together) Mind if I sit with you? That Tigernutts, what a jerk, huh?

TIGERNUTTS: I heard that.

BONGO BOY: (Off) Thanks!

TIGERNUTTS: Not you!

SARAH: Gesundheit.

2 CONTINUED: (2) 2

JACK: I say, Tigernutts.

TIGERNUTTS: You just did.

JACK: Let us play some type of coffee house game.

TIGERNUTTS: I need something to lift my spirits, Jack. I was just 'let go.'

JACK: I'm sorry. Well, look on the bright side you can kill Bongo Boy now! Ha Ha.

TIGERNUTTS: Yes. Yes, I suppose I could.

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Waffle being dropped
LENGTH: 2 sec

BONGO BOY: (drops waffle) My eggo-waffle! Hey, has anyone seen Ann?

JACK: You roll first, Inspector.

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Board game (backgammon)
LENGTH: 2 sec

JOHN: So what is your name?

FLOWER: Flower, John.

JOHN: Like the grain?

FLOWER: No.

JOHN: Like the flower?

FLOWER: Which one?

JOHN: The beautiful one?

FLOWER: Which is?

JOHN: The one with pistils and stamens?

FLOWER: Go on.

JOHN: And little bumble-type bees hover about it.

FLOWER: Yes.

JOHN: And is multicolored, especially in the ultra violet region.

JACK: For chris'sake.

TIGERNUTTS: We dont know yet.

2 CONTINUED: (3) 2

JOHN: (exuberant) And little feety mice dance about in footy pajamas singing your name!

SARAH: Ok. no more opium coffee for you.

FLOWER: Awww. (moment) Now John.

JOHN: Yes.

FLOWER: My dear sweet John.

JOHN: Uh huh, my lovely-little-angelic-belladonna.

JACK: Jack to spades plim.

TIGERNUTTS: You conked me.

FLOWER: You do- love me, right?

JOHN: Of course my little Cringen Nut.

TIGERNUTTS: Nut? Who said that?

BONGO BOY: Not me.

TIGERNUTTS: Quiet you, you pot smoking, jazz aficionado.

BONGO BOY: (raspberry)

SARAH: Now that was un-called for, you little weasel.

BONGO BOY: Why do you say that?

SARAH: It doesn't have a phone.

BONGO BOY: Ole!

FLOWER: Why can't he say nut, Inspector?

TIGERNUTTS: Well, it's police policy. No one in a coffee shoppe can mention the police in any way other than a negative manner.

JOHN: So what should my- my little honey bunch of oats do?

TIGERNUTTS: To remain in code. She must say this - (reads from card) 'You fat pig bastards.'

FLOWER: I don't know. I really don't want to.

2 CONTINUED: (4) 2

BONGO BOY: (with a mouth full of waffle) Come on. It's fun. Everyone's doing it!

TIGERNUTTS: (to Flower) Do you want to go to jail missy!

FLOWER: Sir, no sir! Well if Bongo Boy thinks it's OK, it must be!

JOHN: Yes, my sweet meat, we must obey them- though they are harsh- they and their elk are the only protection we have against those nasty, smelly hippies.

TIGERNUTTS: (to John) You're on warning, mister!

FLOWER: But it wasn't even me who said it.

BONGO BOY: That's a womans' trick. Don't fall for it, Daddy O!

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Bongo flourish
LENGTH: 2 sec

JOHN: That's as maybe, my unsifted flower, but it is to late for us to look back in the script now. (pause) We have gone to far with our forbidden coffee house love!

FLOWER: True, John.

JOHN: Will... Will you do it?

FLOWER: For you- whom I have known for the past 15 minutes, anything - But mainly because Bongo Boy thinks it is OK! (Clear throat) Inspectoe Tigernutts, you fat pig bastards!

TIGERNUTTS: That's it missy. You may have free speech, but not *that* free. (Tigernutts drags Flower out)

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Dragging
LENGTH: 2 sec

FLOWER: (Screaming / Struggling)

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Door Open
LENGTH: 2 sec

2 CONTINUED: (5) 2

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Bell chime
LENGTH: 2 sec

JOHN: FLOWER!

FLOWER: JOHN!

JOHN: John?

FLOWER: Flower!

Insert: SOUND EFFECT:
SOUND EFFECT NAME: door close
LENGTH: 2 sec

JACK: Guess Tigernutts won't need this money.

BONGO BOY: I thought I'd be dragged out. Guess the weekly payoffs work, eh John!

JOHN: Why! Why, why, why! (to Bongo Boy) You! It is all your fault! Give me those bongos.

Insert: SOUND EFFECT:
SOUND EFFECT NAME: grabbing bongos
LENGTH: 2 sec

JOHN: I am gonna kill you! No, not this way, in front of all these people.

BONGO BOY: Hey, gimmie my bongos back! Thanks.

JOHN: If only I hadn't come into the coffee shop. If only I liked tea.

SARAH: You wanna settle up?

JOHN: Earl grey, please.

SARAH: Comin' up.

JACK: So, Johnny boy. Lost your girl, eh?

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Poetry Jazz
LENGTH: 10 sec

JOHN: (slow with feeling) I lost what never was. Its darkness cascading over me like a leather blanket of fog.
(MORE)

2 CONTINUED: (6) 2

JOHN: Its dimness matched by the cigarette in my pocket. 7 minutes of joy and alls thats left, butt and ash.

BONGO BOY: Groovy cool O-daddy-O, and other type 50's lingo.

SARAH: (to Bongo Boy) Bongo Boy, You gotta pay to stay.

BONGO BOY: Here's a dollar, baby, and a little something extra for you. Bring me a Cafe Al Pacino, with *extra* waffle. Sweetcheeky monkey, O!

JOHN: (stilted and wooden to Bongo Boy) I do not dig your 'hep' lingo, cool cat.

SARAH: Here ya go. Don't choke on it- you bastard. (hands him waffle)

BONGO BOY: Waa! What did I do?

SARAH: You know very well what you did to me and when Ann gets here you will be in double trouble.

JOHN: (sad) Or in the Spanish - Le Doubla Trebble.

SARAH: And we aren't going to discuss it now! (to Bongo Boy) Take that cig, outside, BB!

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Door open
LENGTH: 2 sec

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Bell Chime
LENGTH: 2 sec

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Door close
LENGTH: 2 sec

JACK: Interesting name, John.

JOHN: No thanks, I prefer mine plain.

JACK: I see you're learning our banter quickly.

JOHN: I would have caught on sooner, but...

JACK: But what?

2 CONTINUED: (7) 2

JOHN: Chicken butt.

JACK: Ole!

THE DEATH OF BONGO BOY ACT THREE

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Act intro music
LENGTH: 5 Sec

ANN OUNCER: The death of Bongo Boy!

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Act outro music
LENGTH: 5 Sec

3 INT. COFFEE SHOP -- CONTINUOUS 3

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Door open
LENGTH: 2 sec

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Bell Chime
LENGTH: 2 se

BONGO BOY: (bursts in) I bring news of bad tidings! A death worse than fate! Listen to me , I bring a warning. Herb Albert is the key , ahhh , ahhh , ahhh. (momentary composure) While I am dying enjoy this drums sequence that represents my death.

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Bongo Drum Sequence
LENGTH: 10 sec

Insert: SOUND EFFECT:
SOUND EFFECT NAME: body collapsing
LENGTH: 2 sec

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Dropped bongos
LENGTH: 2 sec

ALL: (Gasps of shock and horror)

ONLY BONGOS CRY. ACT FOUR

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Act intro music
LENGTH: 5 Sec

ANN OUNCER: Act Four, Only Bongos Cry.

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Act outro music
LENGTH: 5 Sec

4 INT. COFFEE SHOP -- CONTINUOUS 4

JACK: Wow. After that I no longer fear death.

JOHN: Me either. What the hell happened?

SARAH: I think, he's... he's dead!

ALL: Du Duu DUUUUUUUUU!

SARAH: I think we overreacted, we should probably let the band do that. (cues band)

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Suspense progression
LENGTH: 2 sec

JOHN: Before his untimely demise he mentioned Herb Albert.

JACK: The Tijuana Brass.

JOHN: God, I hate them. Nice album covers though. No I shouldn't think that way. I can't be unfaithful to my little volva.

SARAH: I once vomited listening to them, and it wasn't tequila as the cause.

JACK: Who hasn't.

JOHN: (Standing) Wait one minute. Yes. Yes! Could, could it be!? (Extended pause)

JACK: What?

SARAH: What?

JOHN: I'm not sure. I thought if I said that someone would fill in the rest.

4 CONTINUED: 4

SARAH: Well, being as you're incompetent. I guess we can throw these bongos away!

JOHN: True.

JACK: Oui.

SARAH: Wait a minute. These bongos smell.

JACK: Like hippies?

JOHN: (accusatory) He who smelt it did it!

SARAH: Yes. But another smell pervades my nostrules.

JOHN: A filthy, smelly, waffle munching hippie?

SARAH: That. And also something else. It smells like ...

ALL: (sniffing) Almonds.

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Suspense progression
LENGTH: 2 sec

JACK: Like your new *Almond Dark Antigua Salmon* roast?

SARAH: Vaguely, but more so. I am no cop but I think these bongos have been ... been ... Poisoned!

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Suspense progression
LENGTH: 2 sec

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Bongo tossing
LENGTH: 10 sec

ALL: (Hey, ho, dont give them to me, etc.)

TIGERNUTTS: (entering with FLOWER) Well, it turns out she isn't a towel head and I'm fired, so we are back.

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Door Opening
LENGTH: 2 sec

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Door Chime
LENGTH: 2 sec

4 CONTINUED: (2) 4

Tigernutts no longer has a badge, gun or uniform

JOHN: Flower!

FLOWER: John!

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Kissy face noises
LENGTH: 2 sec

JACK: Thank golf, it's Inspector Tigernutts! But no uniform...

TIGERNUTTS: Why I haven't heard that since my mother born-ed me.

JACK: No time for that now. Bongo Boy, is ... is ... Dead!!

TIGERNUTTS: Du duu duuuuuuuuuuuu!

SARAH: We did that already, and the band does a better job anyway. (cues band)

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Suspense progression
LENGTH: 2 sec

TIGERNUTTS: Sarah, are you sure he isn't just napping there- motionless, in the middle of the floor? Those 'hep cats' can nap anywhere. I will check with my official PPS, Police Poking Stick!

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Pulling out stick
LENGTH: 2 sec

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Poking body
LENGTH: 2 sec

JOHN: I thought you were fired?

TIGERNUTTS: This, sir, is a privately purchased stick.

JOHN: Wood?

TIGERNUTTS: Solid!

JOHN: Right on, brother. (John and Tigernutts do some clever hand slapping)

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Hand slapping
LENGTH: 5 sec

4 CONTINUED: (3) 4

TIGERNUTTS: I'm no expert, but I would have to say, in my professional opinion that Bongo Boy is dead.

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Suspense progression
LENGTH: 2 sec

IF IT DOESN'T FIT. ACT FIVE

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Act intro music
LENGTH: 5 Sec

ANN OUNCER: Act the Fifth, If it doesn't Fit.

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Act outro music
LENGTH: 5 Sec

5 INT. COFFEE SHOP -- MOMENTS LATER 5

FLOWER: (overreacting rushing to John) No! No! It can't be true.

JOHN: I'm so sorry, my sweet kleine spirochete, were you close?

FLOWER: No, not really, I just haven't had a line in awhile.

TIGERNUTTS: That's as maybe. We still have a little problem to deal with. A problem called MURDER!

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Suspense progression
LENGTH: 2 sec

ALL: (Pause) We will have coffee. I will have some more tea. (getting coffee dialogue Etc, the cast gets coffee and sits)

JOHN: Hmm, well... Did you here about the football team?

TIGERNUTTS: No.

JOHN: They lost

JACK: No?

SARAH: Yes!

FLOWER: I suppose they do those things.

JOHN: Good coffee. Thank you sarah!

SARAH: Sure. What about that dead hippie?

TIGERNUTTS: Well, I suppose. (clearing throat) Ladies and pentleprong. We have a dead human type body and *no one* leaves here until I find the killer.

5 CONTINUED: 5

WOLTER: Hum, can I get through I have to get back to my data.

TIGERNUTTS: And you are?

WOLTER: Jon Wolter.

TIGERNUTTS: (sniffing him) You look like a fine upstanding American citizen, go ahead boy!

WOLTER: Thank you, I bet Ann would like to see this. (leaves)

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Door Opening
LENGTH: 2 sec

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Door Chime
LENGTH: 2 sec

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Door Close
LENGTH: 2 sec

TIGERNUTTS: Keep the data of these, our United States pure and free, my boy! Besides that fine lad, *no one* leaves!

JOHN: (Overreacting) Look, he left, who cares about a dead bongo boy in some podunk coffee shoppe?

FLOWER: It's where we met, my dear!

JOHN: I'm sorry schnicklegruber, I forgot. You were gone for the most of the first half.

SARAH: Does anyone want coffee?

JACK: (big speech) Coffee! How can you be so insensitive at a time like this! Have you no feelings, are you icely inside!? After that whole-dead-guy-kid thing! Nay. Nay! NAY!! I shan't drink your brew of hate any longer! No more from you, you death mistress.

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Applause
LENGTH: 2 sec

SARAH: Nice monologue. Are you done?

JACK: More of an epilogue, really. I'm just starting out you know.

5 CONTINUED: (2) 5

TIGERNUTTS: So lets review. A, I am former Inspector Tigernutts. Two, John and Flower have struck up a relationship. Three, Sarah serves coffee. C, Bongo Boy is dead. Four, Jack took my money when I left to take Ms. Flower to police headquarters.

JACK: You have brilliantly summed up the plot so far!

JOHN: He's like a young Cochran.

FLOWER: Or an old Phil E. Buster.

TIGERNUTTS: Now why would any one of us want to kill a boy, whose name is Bongo Boy? Besides the reason of his horrible name.

SARAH: You're a cop, figure it out.

TIGERNUTTS: Oh, I will.

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Commercial or something
LENGTH: 60 sec

6 INT. COFFEE SHOP -- LATER 6

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Light Restaurant Background
LENGTH: 2 sec

JOHN: Damn it. Damn it all to hell.

FLOWER: Oh, I like when you talk tough.

JOHN: Really? Rawhide chew!

FLOWER: O, I'm getting a little frisky, lets go to your apartment.

JOHN: What about yours, my place is a mess.

FLOWER: (sad) I got evicted.

JOHN: Was it painful?

FLOWER: Until the swelling went down.

JOHN: Your beauty overwhelms any sort of painful itch or rash it may carry, lets tarry no further and consummate our predestined love!

SARAH: Pretentious love is more like it.

FLOWER: (to John) What?

JOHN: (announcer) Let's get ready to rumble!

TIGERNUTTS: Now, settle down. We have a dead human, sort of.

JACK: Get on with it, I have 3 other coffee houses to go to tonight.

SARAH: So do I.

TIGERNUTTS: I don't think any one of us oon particlon shall be going to any particular place or food purveying establishment this evening any time soon.

JACK: (to tigernutts) Have a drink inspector, You deserve it.

TIGERNUTTS: Now we are all suspects in Bongo Boys rather overblown death. And so it makes us all suspect.

RON: (off) Not me.

6 CONTINUED: 6

TIGERNUTTS: Except Ron. Now, I have an ingenious intricate plan to determine who did it!

JOHN: Come on!

TIGERNUTTS: I have a plan, that is not intricate but is multipliciteous in its cleverness!

JOHN: It's getting late.

TIGERNUTTS: Ok, here it is.

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Final Jeopardy Music
LENGTH: 20 sec

TIGERNUTTS: Flower did it!

FLOWER: No!

JOHN: No!

FLOWER: Yes.

JOHN: YES?

FLOWER: Ole!

JOHN: No lay!

FLOWER: Yes, I think they have conjugal visits. John, I had to. His horrible bongo-type music drove me to the brink of madness, and to the brink of ... you. You, my little brink. I thought that with his money we could escape to the Spanish Isles and start life anew, I didn't plan on Tigernutts. Will you wait for me? I promise, no smelly hippies. Don't you see, I had to?

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Poetry Jazz
LENGTH: 10 sec

JOHN: My lovely cafe dear. Your arms entwine me like the vines that grow our love. Yet. My love cannot be bound by simple jazz type music!

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Poetry Jazz Sudden Stop

JOHN: I have always loved Ron!

6 CONTINUED: (2) 6

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Suspense progression
LENGTH: 2 sec

FLOWER: No!

JOHN: Yes!

TIGERNUTTS: Alright. Everyone calm down. (To Flower) Flower come with me. (to self) After this I may get me re-instated. Everyone else, get the hell out.

JACK: And take your bongos with you. You know, I didn't have a good part in this at all.

TIGERNUTTS: Jack, After I take the wench in, let us say you and I get a beer.

JACK: OK. You and I get a ....

BONGO BOY: (from floor) I'll go!

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Bongo flourish
LENGTH: 2 sec

ALL: BONGO BOY!

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Door Opening
LENGTH: 2 sec

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Door Chime
LENGTH: 2 sec

ALL: Ann!

ANN OUNCER: (rushing in) Sorry I'm late. So, what happened? Did I miss anything?

Insert: SOUND EFFECT:
SOUND EFFECT NAME: Outro music
LENGTH: 30 sec

The end. Or is it?